

Jem Manley-Buser

Software Engineer & Gameplay Programmer

- C++
- Unity & C#
- UE4 C++ & Blueprints
- Kotlin

- Work Experience -

Starform (MetalStorm)

Gameplay Engineer (Studio of 25)

Apr 2024 – Aug 2025

- Working primarily as a gameplay and technical engineer in a unique engine built on top of Unity, with C# and a paired Kotlin codebase.
- Overhauled the game's health & damage systems, converting an older part-based setup from an older project into a more centralized single body system.
- Co-engineered several aircraft in the game, working on their unique abilities and systems and how they interacted with the game's server/client systems, graphics engine, and physics.
- Authored the Passive Abilities system, and 30+ passive abilities, including all the unique gameplay effects & interactions that went into them.
- Maintained/Added to the game's UI/UX, with a variety of new features, bug fixes, and updates.

World's Edge (Age of Empires 4)

Test Automation Engineer (Team of 4)

Feb 2022 – Apr 2023

- Integrated testing code hooks between C++ and Bash/PowerShell scripts.
- Improved frameworks and mechanisms for use in endurance testing scenarios.
- Investigated legacy codebase to integrate with testing toolkit.

Facebook Reality Labs (Oculus Audio SDK)

Software Engineer (Team of 15)

Sep 2019 – Apr 2021

- In charge of writing VR applications in Unity/C#, Unreal Engine 4, and other proprietary frameworks for research scientists. (8 user study applications)
- Wrote VR application for cutting edge proprietary NDA facial mapping technology using prototype hardware.
- Expanded the functionality of the Oculus VR 3D Audio SDK for use in Unity applications.
- Produced an entire media player for playback of facial & eye tracking recordings from proprietary file format. (made in Unity)
- Engineered several user studies taking advantage of dynamically placed spatial audio in a Virtual Reality environment.

Microsoft (Excel & Office Suite)

Software Development Engineer in Test (Team of 5)

May 2017 – June 2019

- Integrated new code with legacy systems for compliance with updated OS X requirements.
- Maintained Office code base using C++, Objective C, Visual BASIC, and other languages.
- Implemented bug fixes for user-facing bugs and potential security exploits.
- Modernized automated test procedures for regression validation testing.

VRstudios (Showdown in Ghost Town)

Software Developer (Team of 3)

Jan 2017 – Feb 2017

- Implemented C++ network interpolation on top of existing Unreal Engine 4 Blueprints projects for multiplayer virtual reality experiences.
- Tested network implementation on proprietary Virtual Reality equipment.
- Ported the Archiact VR game project into VRstudios proprietary engine.

Vernacular Games — Consultant (Teams of 2 to 5)

2016 – 2019

- Provided consultation on team organization for better work efficiency.
- Provided consultation on game design for upcoming projects.
- Helped and participated in social media engagement and Twitch streams.

SAIC Seattle (America's Army: Proving Grounds)

Game Developer (Team of 5)

Jun 2015 – Feb 2016

- Programmer on UI Team for America's Army Proving Grounds FPS, working on menus, in-game HUD, and under-the-hood prep for PS4 support.
- Updated and implemented new features in legacy codebase.
- Primary developer for dynamic Video Creation Tool for a military contract.

Fugazo Games — Game Developer (Teams of 3 to 6)

Feb 2013 – May 2014

- Lead programmer on two titles, programmer on four additional titles.
- Rapid prototyped 5 game mock-ups and project pitches for publishers.
- Wrote analytics API for tracking customer experience data for publisher.
- Implemented analytics, stat-tracking, and in-app purchasing systems from publisher.

- Education -

Digipen Institute of Technology

Apr 2012

Graduate of the Bachelor of Science in Computer Science & Game Design program.